

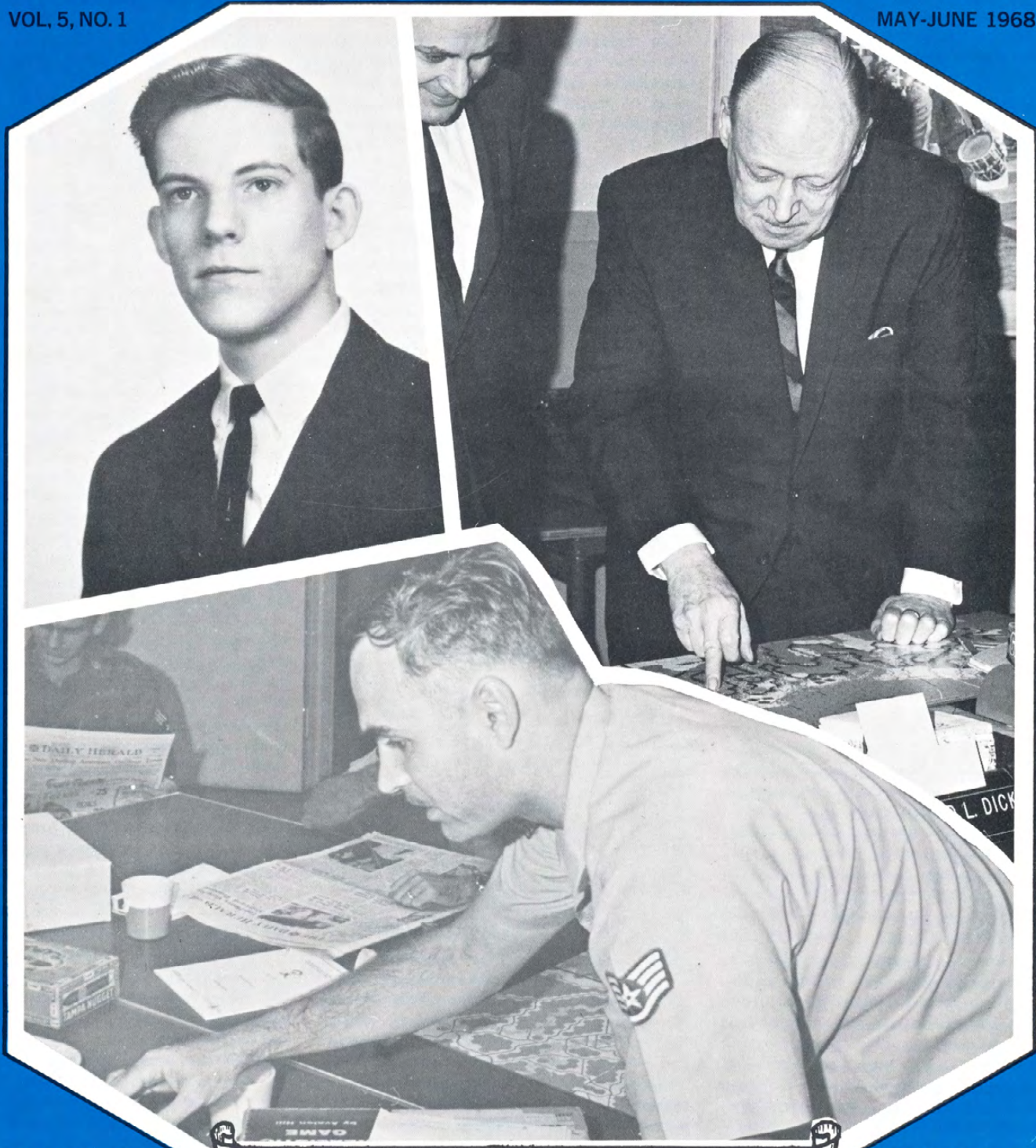
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The AVALON HILL

GENERAL

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THE GAME DESIGNER *A Vanishing Breed?*

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

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COVER STORY:

THE GAME DESIGNER

A Vanishing Breed?

This month we salute the unsung heroes of the gaming world - those imaginative free lance designers whose creations far outnumber the industry's ability to market their ideas profitably.

By no means are game designers a vanishing breed. To the contrary, as the game industry grows so do the numbers of free lance designers increase. In fact, this over-supply in the game industry has actually hurt the enterprising individual who does come up with an original idea only to have the industry say, "sorry, we're all full up."

The full-time game designer who is employed by the manufacturer is a thing of the past. Today, most professional designers work for design corporations who broker their employees creations to many manufacturers. Thus the free lance designer is now very much at a disadvantage, even though he may have excellent design capabilities.

A case in point is S/Sgt. Louis Zocchi, shown on our cover deep in thought over a Chancellorsville game. And when you consider that Chancellorsville has been obsolete for four years, you know how long he's been deep in thought. Not too long, however, to have taken the time to design his own aerial warfare game. Zocchi's creation had been two years in the making - which proves that game ideas don't develop overnight. Undaunted by rejections from major game publishers, Zocchi became one of the fortunate few

(Continued on Page 12)

The Avalon Hill Philosophy-Part 9

Contest #24 asking wargamers to present their solutions to the Vietnam war received considerable response. 85% favored some sort of escalation (significantly higher than for the country as a whole), 15% favored de-escalation.

In regards to the alternatives offered for each course of action, 45% favored a step-up of aerial bombardment of major cities. 50% advocated a complete blockade of all enemy supply ports. 50% favored destruction of all enemy supply ports, with conventional aerial bombardment (35%), guided missiles (30%), and/or nuclear weapons (only 3%). An all-out invasion of North Vietnam was favored by 22%, with some suggesting a limited or token invasion. 6% wanted a nuclear attack on selected military targets with warning. Only 7% of wargamers favored use of nuclear weapons in any capacity.

For de-escalation, only 1% favored current policy. 5% favored a continuation of gradualism coupled with a slow withdrawal of U.S. troops. 2% said go to the conference table at any cost. 3% favored a forced ultimatum from the U.N. by whose decision we would abide, and about 6% said we should just pull out altogether.

Following are some of the more interesting and representative plans offered along with reasons given in their support.

Dennis Graven (Madison, Wisconsin) advocated all types of escalation on the check list with the exception of nuclear weapons in any capacity. "Mobilize. Make it perfectly clear to the world that the U.S., the most powerful nation on earth, will no longer tolerate Communist aggression. No doubt this war is being prolonged because Ho Chi Minh believes he can win. Peaceniks and our gradualist policies are now doing much to nourish this belief. We need to make it understood using military and psychological means, that we are going to stop this aggression before it eventually stops us."

Gary Seiser (Milwaukee, Wisconsin): "For six months stop bombing North Vietnam to try to initiate peace talks. If no reply, then blockade enemy ports and supply bases. Use conventional weapons only." It is our opinion, however, that a last concentrated effort at peace talks before any serious escalation of the war seems a sensible move, but six months is too long. If Hanoi has no intentions of talking, they can do a lot to fortify their positions in that time.

Charles Hoch (San Diego, California):

"To de-escalate now would reveal a blatant disregard of the proposed reasons supporting U.S. involvement in the conflict, and could only serve to escalate North Vietnamese aggression, whereas a well-executed invasion of the North would place the military initiative in U.S. hands, and force the enemy into a precarious defensive stance."

John Bobek (Chicago, Illinois) rejected all offered alternatives by drawing big X's over the contest form and stating: "Does not apply to Vietnam. 50 words are far too few to describe Vietnam, let alone defend and state a plan for victory." Suggestions following in his letter included: "Hippies, draft dodgers, and conscientious objectors should be drafted as 'peace ambassadors' and parachuted into N. Vietnam. U.S. bombers should increase the bombing of Haiphong not with bombs, but with garbage. This demonstrates U.S. strength while complying with the N. Vietnamese demand for a bombing halt. Hanoi should also be bombed, but with the bodies of dead Cong and N. Vietnamese regulars; a gruesome reminder of Communist aggression. Key cities in the North should be bombed with psychedelic drugs, such as LSD and STP. You can't fight a war when you're 'turned on'." We edited out his comments that seemed a bit far out.

Frank Boriello (Springfield, Pa.) advocated forcing an ultimatum from the U.N. and abiding by its decision. "A war in S.E. Asia cannot be won by a single nation even as great as the U.S. Whether we won in Vietnam or not, the Reds would certainly try again in another country. Therefore we need to show our concern for world order and law by taking it to the U.N. A war in S.E. Asia can only be fought by the Asians. If the free world wants to help, it must be all the free nations, not just one." We feel, however, that it is doubtful that the U.N. is capable of making a decision on Vietnam, and even if it did, how could it be enforced?

James M. Gibson, Jr. (Dover, New Jersey): "Hold on for another six months to one year, while setting up hidden supply dumps and training the best of the South Vietnamese army in guerilla warfare. We should then pull out and after the Communists have settled down, start a guerilla war against them. Meanwhile we should definitely put what experience we have to use in Laos, Thailand, and Cambodia (while we can)."

Perhaps the most knowledgeable statements came from Professor J. E.

Pournelle, (Studio City, California) who indicated that the "whole war and its strategy is very complex; far more so than your editorial might indicate. And far too much so to be answered in fifty words even for six dollars in prizes." Nevertheless, the professor's very valid commentary did earn him his 6 bucks, excerpts of which are: "What will the enemy do? What can he do that he isn't doing now? China has no military power, at least none for the present. For all their tough talk they act rather cautiously. In 24 hours one combat wing of B-52's could reduce China to the stone age." Of all opinions submitted, perhaps the professor summed it up best by stating; "My own plan is designed to convince the enemy that the U.S. is there to stay. The absolute first requirement of internal war is to convince both the enemy and your erstwhile allies that you will not abandon your friends... otherwise you will have few friends committed to you." Exactly our philosophy, professor.

Other suggestions and comments:

"Do not use nuclear weapons. This is a guerilla war and conventional armies have their golden opportunity to defeat a guerilla force."

"The Vietnam war is basically a civil insurrection. We have no right there."

"Bring pressure to bear on so-called allies to help, and for countries like Britain to stop trading with the enemy."

"Unity between the allies must be achieved to verify our staying power and conviction in our cause."

"Increase armed forces to 750,000 men and place country on war economy."

"No nuclear nonsense."

"Declare war!!!!!!"

"Reduce Hanoi to rubble. Destruction of cities such as Hanoi would be a tremendous psychological victory."

"If South Vietnam fails it will be no great loss."

"Hand the war over to the Generals for six months. The problem is pushing N. Vietnam as far as we can without bringing China into the war (such as we did in Korea)."

"Chinese military intervention should not be overly feared."

"Gradualism would show the real U.S. intentions of non-aggression."

"Stop the supplies and you stop the war."

"Stop all trade with red nations. Win war - then worry about peace."

"Drop nuclear bombs throughout N. Vietnam. If China protests cream them in same manner. Sign non-aggression pact with U.S.S.R. Let the world howl. Half a world is better than defeat." (Would you believe no world? We suggest this wargamer pick up a copy of Gamescience's "Nuclear War.")



Maps of the Coal Age Man

By Dr. Mark Booy

This report will attempt to explain the manner in which the Coal Age Earth man (homo idiotus) produced geological surveys.

The study of homo idiotus has been extremely difficult because The Great

The above concludes a capable survey of wargamers' solutions to the Vietnam war. It remains to be seen which of them will be followed and prove successful, but hopefully an adequate answer will be found....and soon.

You may now wonder, "what does all this have to do with Avalon Hill Philosophy?"

To be honest, Philosophy #8 (Mar-Apr issue) was motivated by a curiosity on our part regarding reader opinions. The very root of Avalon Hill's existence is "involvement." Our Walter Mitty approach to historical gaming is predicated upon player involvement. Much greater enthusiasm can be engendered when people are given an opportunity to take a personal part in events. We were not surprised, then, to find that Contest #24 produced the highest percentage of subscriber participation.

It was significant to note the radically high percentage of hawks (85%). This was to be expected to some degree since those who are not particularly interested in "aggressiveness" would find no interest in playing battle games.

The disappointment was in the high number of entrants who made absolutely no comment regarding what the enemy's reaction would be to their plan, even though this was a contest requirement. It leads us to believe that many of you wargamers are not thinkers in a strategic sense and cannot see beyond the immediate situation.

Our future philosophy, then, will be directed toward publishing a greater number of articles dealing with long range strategy and tactics.

To the many who did respond earnestly to the contest, go directly to Contest #25. Do not pass Go. Do not collect \$200. But you may read a few of the following articles on your way.



War dissipated most of the planet Earth. During my study of the area that was once the middle sector of North America, I came across some extremely crude maps. Some of the characteristics are listed below:

1. The paper is extremely thick, about 2 millimeters.

2. They appear to be in four sections that must be placed together on a flat surface so that it can be used.

3. Generally these are found in the Pollok (lowest) level of the living units. It would therefore appear that the ignorant homo idioti took little interest in geography.

4. A great number of these maps were found in Baltimore, Maryland. Most of them have the mark AH on them. Apparently AH was the company that produced them.

5. The maps in Maryland are usually boxed in large stacks. This has enabled us to get some almost perfect specimens.

6. There are usually little pieces of paper with printing on them in the box (see reproduction). Also included



are instructions for moving these pieces and having

battles of which the outcome is determined by a system of gambling.

Apparently the homo idioti had little interest in accurate maps. Therefore games of chance were invented to entertain him in the hope that he might be able to learn a little Geography.

Another explanation is that these were used to satisfy the desires of extremely sadistic mental patients by allowing them to make gory battles and the thrill of killing whole armies. It is believed that extreme cases actually played a solitary version, moving both armies at once for twice the satisfaction.

I have been informed by Dr. Fiil Xeron III (the noted anthropologist of PIES--Polar Institute of Earth Studies), that gangs of juvenile delinquents were based on these games. They had names such as Aggressor Homeland, We Conquer All, Forces of Evil, Sadisto, and Spartans. These sadistic clubs fought among each other for territorial rights while also terrorizing the inhabitants with ghost armies.

Dr. Mark Booy, PhD
Marian Institute of Scientific Research
Luna 23, 12-352 R.H.

5-5-4	U-11
4-4-3	U-26
1-1-3	U-29
4-4-4	U-31
0-1-4	V-26
6-6-4	V-34
5-5-4	V-36
3-3-4	W-13
0-1-4	W-21
3-3-4 &	
2-2-4	X-14
0-1-4	X-38
0-1-4	OO-30
3-4-3	E-9
3/1-2-2	F-13
3-4-3 &	
2/1-2-2	G-14
5-5-3	H-11
3-3-3	H-13
2/1-2-2	H-15
2/1-2-2	I-16
3-4-3	K-15
2/1-2-2	K-18
3/1-2-2	L-21
5-5-4	M-8
4-4-4	Y-37
1-2-2	SS-32

0-1-4	M-15
2/1-2-2	M-22
2/1-2-2	M-23
5-5-4	N-8
6-6-4	N-9
4-4-3	N-18
4-4-3	N-20
0-1-4	N-21
3-4-3	N-24
2/1-2-2	O-25
4-4-3	P-23
3-4-3	AA-41
1-2-2	TT-29

4-4-3	P-25
2/1-2-2	P-26
0-1-4	Q-25
6-6-4	Q-27
3/1-2-2	Q-28
3-4-3 &	
1-2-2	R-29
4-4-4	R-30
0-1-4	S-28
5-5-4	S-32
7-7-4	S-33
7-7-4	S-34
4-4-4	BB-40
1-2-2	TT-31

Allies Roster

2/4-4-4	J-17
2/4-4-4	K-19

Allied Air Power expends - 2 Shots

Casualties

Germans	Allies
4/1-2-2 &	2/4-4-4
4-4-3	

Synopsis

It is the beginning of German half of Turn 1. Disposition of forces are as

shown on roster. The allies have expended 2 shots with interesting results. Two Allied 4-4-4's have been lost in a futile assault upon I-16, but a shaky beachhead has been established.

The Germans lost two 1-2-2's at J-17. The two Allied 4-4-4's at K-19 came in unopposed. A key German reserve unit (4-4-3) at Antwerp was eliminated by air, and also two important 1-2-2's at Ostend (L-20).

For fear of Allied Air Power, the German player has attempted to achieve maximum dispersion consistent with Security. The question is now, however, whether or not he has his time/distance factor and his Mass/Movement hurting? He appears capable of hemming in the Allied units at J-17, but with Allied Air Power, what is going to happen at Ostend?

The Allied player chose this area because of the situation of German reserves. It is possible that the successful air strike against the two 1-2-2's in Ostend should have been directed against the 4-4-3 at Tournai. Nevertheless, it appears that the German player still has time and control problems on his hands. The Allied commander hopes to use a combination of air strikes, airborne & ground power to wedge out and defeat the German in detail. Do you think the Allied Commander chose the right area for invasion? Did he, once committed, act wisely? How well do you think the German player set-up his defenses against the invasion? Do you have an alternative? What is your analysis of the situation?

Myron R. Brundage
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Chicago, Illinois 60625

Defend the Koufax Desert?

by Roger Fowler

Should you defend the Great Koufax Desert? Most generals would say no. Why? Because the only thing out there is sand and a perfect route for invasion. The one and only defense for the desert is VV-25 which connects the coast road with BIG RED.

If one was to send armor (about 4 or 5 div.) down the coast road to CC-15 one would be in position to move on EE-25 or attack VV-25. This should be done on about the second turn or soon thereafter. Your first objective must be VV-25, your offensive should not go into high gear until this is out of the way. Also as soon as reinforcements arrive send all armor and breakthrough

artillery down the coast to VV-25 and spread out. Take all cities that you can and generally cause as much confusion behind your opponents lines as possible. Your only real problem will be to take VV-25, I suggest using Art. and Paratroops. One should not attack VV-25 too soon because if you do and (heaven help you) you don't take it, your opponent will cream you. On the other hand if you do, the reverse is true.

This plan may be used for two objectives--1. For offense by simply attacking your opponent 2. For stopping your opponent from attacking him. After all R. E. Lee once said; "The best defense is a good offense."

Comments to: Roger Fowler, 7 1/2 East 6th Street, Emporia, Kan. 66801.

"Hold the Reins Loose, Peiper..."

By Scotty Bowden

We all know that after the initial shock, the German Ardennes counter-offensive turned into a dismal failure. Many people think that this attack could have never succeeded. Eisenhower, Bradley, and Hodges all believe that Hitler made one of his greatest mistakes when he ordered the Ardennes attack.

However, I believe that without the defenses of St. Vith and Bastogne, the Germans might well have met their schedule. Another thing that greatly contributed to the German defeat was the misuse of the Sixth Panzer Army. Throughout the conflict, the most elite army possessed by Germany battered its head against the fortified positions of the Elsenborn Ridge advancing virtually nowhere.

Using this knowledge, one can prepare and execute a successful offensive. Also, due to the supply restrictions from the second move onward, a successful first two days move is vital to the German timetable.

The Northern Front

The Elsenborn-St. Vith road must be cut on the initial move to prevent the American 99th and 2nd divisions from immediately reinforcing the Central Front. This is executed by capture of SS9 and attacking of RR9. The 14th Cavalry must be surrounded (revised rules - 14th Cavalry on Fortress). However, execute a 1-2 attack against the 14th Cavalry without using all adjacent units. The two regiments in the Schinee Eifel must be eliminated the 16 A.M. turn and no later than the 16 P.M. turn. This is executed by capture of SS15 and two 3-1 Attacks. Although an engagement is possible, two are very unlikely. It is imperative that St. Vith fall on 16 P.M. and no later than 17 A.M. Usually the German will capture St. Vith on 16 P.M. since the capture of the St. Vith-Clervaux road will threaten the American rear areas. Thus, a shift of U.S. forces from North to Center is necessary to plug the North-central Front. With the fall of St. Vith, the North and Central Fronts can unite. Once this takes place the German can choose which avenue of advance to pursue.

The Central Front

The Central Front has to be the most

important and top priority section on the board. It is on this front that rapid advance must be made. Therefore, the first two days will prove decisive in the later advance of the front. If the German can capture the rough terrain as far as II by the end of the second day, then with his basically defended Houfalize Bastogne flank, the American can be rolled back easily thus severely exposing Bastogne and the Ourthe River. Bastogne must fall by 20 A.M. (the advance of the first two days will roughly determine when German units will reach Bastogne.)

The second most important objective for the German is the Crossing of the Ourthe. Once this river is breached en masse, the American will be compelled to defend an area that is perfect tank terrain. This en masse crossing of the Ourthe must take place no later than 21 A.M. (Here again, if the first two days' moves prove successful, the breaching will most probably come before 21 A.M.) Regular and rapid advance will follow the crossing of the Ourthe because in this game American quantity does not make up for German quality. In other words, the Meuse has been breached.

The Southern Front

Flank cover is vital to the German. The southern front forces, originally Brandenberger's Seventh Army, must be a potential offensive threat as well as a mobile defensive army. On the 16 A.M. turn, 9-CCR should be eliminated and breaching of the Our held by the 4th division would be highly beneficial in the delay of these units to the major areas. As your central and southern fronts advance, it will be necessary to guard your flanks as the occasion will arise. This was the original objective for the Seventh Army. Throughout the entire game, the thought of attacking German flanks must be eliminated from the American's mind, unless a special situation arises. The German must hold units at key positions along the southern, and northern, flanks to repel or bog down flank attacking units. (Besides capturing to protect the flank, the fall of Martelange will expose Bastogne's flank.) Never forget about the supply roads; they are your lifeline.

Retrospect

For one month it lasted--the largest, single pitched battle on the Western front, yet, after a crucial first ten days, the German armored might was destroyed and with it all hope of capturing Brussels, Antwerp, and most important, negotiated peace on the Western Front. Remember, there must be no long-lasting isolated pockets of resistance in

the middle of the German sea. Don't misuse your units on nonstrategic and tactical positions. Take care of your Panzers and Volksgrenadiers, and they, in return, will take care of the Americans. Don't forget that rapid advance on the first two days is vital. The

Ardennes situation was best summed up by Hitler who said, "Hold the reins loose, Peiper, and let the armies race."

Scotty Bowden
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Aftermath of Victory

By Michael Paluszek

Most articles in the Avalon Hill magazine deal with two things: offensive and defensive strategy. However, little, if anything, has been said about the problems of local victory.

In general, players tend to worry quite a bit over how to achieve a victory, but neglect the aftermath of a successful battle, past the other man's turn, the two main points of this are position and supply.

Position is the more important of the two factors. This includes the density of your position and the enemy's, how your units are placed, where they can move and, according to their present position, strategic value of any more movement.

Whenever you seize territory you weaken some part of your line. In any case where an advance would significantly weaken your line, it should be abandoned -- unless of course, it made your opponent's weaker. (You might note that the Germans did this often in Russia.)

The actual positioning of your units immediately after battle is extremely important. A poor placement may leave you open to counterattack and, or isolation. Any action which would definitely result in poor positions should be avoided. Generally speaking, some of the worst positions in a post-battle situation are; having one unit between enemy units in their line, having only one or two squares behind a river line occupied and being caught in a valley. These and any other poor after-combat situations should always be avoided. However, the best way to protect yourself against any situation, such as the preceding, is to keep a line of units behind your attacking force.

Whenever you commit yourself to the attack, you should look forward into the following turns. Mainly, what will you be able to do from the newly acquired position? Even the seizure of a key point in your opponent's line is of no use to you, if you cannot move anywhere. Inability to move often occurs when you push the enemy's line back onto mountains, behind rivers or into cities.

The final factor here is the strategic value of any moves from the newly acquired position. One turns key position can become quite useless after a small shift in your opponent's line. Ergo: you should look for the value of a position in the following turns, not just right now.

Supply, is the other factor to be considered for the period after victory. The main points of this are, supply lines and supply capacity.

Supply lines is the more important of the two since it largely controls your supply capacity and invariably the movement of your units. The main points to be considered here are, can a satisfactory supply line be established immediately after battle, how long can it be maintained and at what cost? Establishing supply lines is usually no problem, since they are merely an unblocked route of squares, unless of course your positioning after battle is extremely poor, but maintaining it may be quite a problem. The reason for this is that an interdiction attack route, which you quite often have following enemy counterattacks. This can usually be solved by merely seizing and utilizing more squares for this purpose.

The cost of maintaining supply lines is one of the most important factors. Before executing an offense, you should know the maximum number of units needed to protect that supply line. Any offensive action needing a large amount of units to protect its supply line in the future may make itself more than useless.

The final factor is supply capacity, meaning the amount of supplies available to units moving into enemy territory. You should always have more than enough supplies to support your offensive and any other battles that might occur because of it. But remember, your supply capacity is worthless if it cannot be used.

These factors may seem too complicated to contemplate on before each offensive, but in results they will be worth many times the trouble.

Michael Paluszek
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On Strategic Defense

ETR3 L. Sidney Trevethan USN

The following, and conclusion (Part Two) to appear next issue, are the comments of ETR 3 L. Sidney Trevethan of the USS Waddell. Currently an electronics warfare specialist technician Trevethan has drawn up his report from current "intelligence," and info out of The US Naval Institute of Proceedings, US News & World Report, The Airforce World, Scientific American and several industrial technical reports.

Any study of the Soviet Military system leads one to the conclusion that there exists a very grave threat to the security of the free world. Any familiarity with American defense policy leads one to the conclusion that it is fast becoming bankrupt in the face of existing and developmental threats.

For all its limitations on the rights of individuals, life in the free world cannot be compared to that of a police state. Rational men should be aware of the threats posed by those who would rule by force, and should develop and support appropriate counter-measures.

The purpose of this report is to present briefly the current concepts and systems employed by the American Armed Forces, to outline what is known about major Soviet Strategic Forces, and to describe possible counter-measures for the present unbalance of power.

Part I

Concepts and Systems of American Strategic Defense

For more than a decade American Strategic Defense concepts have been based on psychology rather than any ability to stop an enemy attack. It was decided that no practical defense against strategic missiles exists, but that such an attack could be prevented by being able to counterattack with similar systems on a giant scale.

The primary systems for such a counterattack today consist of Underground ICBM and Undersea IRBM (Polaris) Missiles that deliver moderate yield thermonuclear warheads. Each missile delivers one such warhead to a predetermined target, severely damaging an area approximately twenty miles in radius. That such weapons do not simply destroy the enemy military machine, but the populace as well is accepted as unavoidable.

There are also several other systems for delivering this counterattack. Land based IRBMs have been discontinued, and strategic bombers are no

longer maintained on an alert basis. But naval carriers, air force tactical aircraft deployed around the world, and naval missiles can also deliver nuclear warheads against targets in enemy territory. Strategic bombers could be outfitted for such a task in a few hours or days.

American Strategic Defense Systems also include an air defense system of interceptors, surface to air missiles and to a limited degree, AA or dual purpose guns, which provide a moderate ability to stop enemy bombers.

Also of strategic significance are America's ASW (Anti-submarine Warfare) forces. A well balanced force of ASW Carriers, Escort Ships, ASW Patrol Craft, Hunter Killer Submarines, and Shore Based ASW Aircraft provide defense for America's coasts and shipping against submarine attack.

Finally, existing defenses include a small number of highly mobile marine and army forces to combat enemy forces anywhere desired, with naval or air support.

The major developmental weapons are advanced missiles to replace the existing ones. Specifically, Minuteman III will replace Minuteman II and Poseidon will replace Polaris. The major improvement in the new types is MIRV - multiply-targeted independent re-entry vehicles. Each ICBM or IRBM will have the capacity to send nuclear warheads to several targets.

The development of long range bomb-

ers and stand-off missiles has been suspended, although the new secretary of defense has indicated an interest in a new bomber. (Stand-off missiles are bomber launched and have several advantages over the use of ICBMs or bombers alone).

Biological and chemical weapons have been and are being developed on a moderate scale, and stockpiled, for use in case an enemy were to use them. They have not been integrated into most units of the Armed Forces, although defense against enemy use of such weapons has been emphasized.

Today a great part of the "Armed" Forces is back-up, and the ratio of support to line troops is the greatest in history. A great number of American troops are not professional military men.

America has a million man reserve force, most of which would require 90 days or more to mobilize with mostly old equipment. A great shortage of equipment has been developing, and even the active forces do not have a standardized equipment. 60% of the active US fleet is more than 25 years old, and many of the new ships are unique or partly so. Recent emphasis has been on limited numbers of highly complex equipments, which has all too often resulted in a shortage of parts and trained personnel. Much of this new complex equipment has not proved reliable.

Currently, the US is deploying on a very light scale - a point-to-point anti-missile system. It can handle only a small number of ICBM type missiles, and the close in sprint battery would in practice damage the area under the intercepted missile. It is quite possible that the Soviets employ radar deceptive devices that would render this system at least partly ineffective. However, it should be noted that the system being deployed is not intended for defense against Soviet systems, and that it may very well do its job of intercepting early Chinese delivery systems.

ETR 3 L. Sidney Trevethan USN
OE Division USS Waddell DDG-24
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Kounter Kunst

by Tom Wham

The time has come at last. All week you've been waiting for this moment... The Big Game. But, alas, you don't have a big plastic bait box into which you've sorted all those myriad little pink, green and blue counters. Instead, when you pull the lid off your

Blitzkrieg or your Waterloo box, your opponent shudders and backs away... unit counter salad!!

There follows, depending on what game you play, a lengthy period of meticulous squinting, sorting, piling, and organizing, at the end of which you are both suffering from eyestrain... and the game is yet to begin.

A happy solution to this typical wargame headache is to simply mark the backs of all your pieces. For instance, in my Waterloo set, the French units that start in Grossiellles have a big "G" on their backs, those that start in Marchenne Ou Pont, a big "M", and the rest I've left unmarked. As for the PAA units, the Quatre Bras starters are marked "QB". The Nivelles starters carry a big star, and the starting Prussian Army, a black dot. All the units that trickle on as the game progresses have the hour and day of arrival written on them. Thus by turning all the counters on their backs I can organize my forces, and do it without seeking out Jerome and Girard by name.

From experience I've found that a number or a letter on the back of a counter works just as well as the combinations of multi-colored dots, stars, and X's I've tried on other games. It's often advisable to number each group on an Order of Appearance Chart and likewise the backs of the units from that group. In my Bulge game, the American units all have their starting locations printed on back, so that as I sort I can set them up on the correct spaces.

This system of drawing on the backs of units opens a whole new realm of creativity to wargamers. One could put Red Swastikas on the back of German Armor and Black Eagles on the Luftwaffe (paratroopers), and maybe little elephants on the back of the Italians; detailed bombers on Sac's and tiny fighters on the back of Ftr's. A Civil War Cannon would look nice on the backs of Pegram and McKintosh and a portrait of each General (beards and all) could be painstakingly drawn on the backs of Headquarters units. In fact, a whole new hobby could be born just because some wargamers are too lazy to use plastic boxes, envelopes, or cardboard trays... but I doubt it.

If you are one of those who play your games with the pieces turned upside down for secrecy, such markings as I have just suggested would be of great intelligence value to your opponent. Too much, in fact. Be sure to bring your own game sets when you come to battle with me.

Tom Wham RMSN B 515067
U.S.S. Deney DLG14
F.P.O. New York 09501

Guadalcanal PBM Hidden Movement

by Capt. Richard R. Nichols

In any hidden movement, there are certain basic objectives which are important to both players. These are (1) To keep the code a secret, (2) To keep all units from being exposed by placing one unit on the board, breaking the code, and (3) To devise a code that cannot be changed.

To resolve the above problems, I have used the following movement steps. For the sake of discussion, I will refer to the US player as Blue, and the Japanese player as Red.

For each unit which is to be hidden, a separate code is devised. This code is then placed on a small sheet of paper, the paper is then folded into approximately 1 inch square, with the code well hidden on the inside. The Red player then places the unit number and his initials on the outside of the folded paper, and seals the unit with tape (clear) covering his initials.

The small envelope is mailed along with the remainder of the move, including other hidden moves, to the Blue player. The Blue player then initials the small envelope, and covers his initials with tape. This leaves the code hidden and unchangeable.

The Blue player then lists his units moves square by square when a possi-

ble contact is available. He makes the entire move and mails it to the Red player in the normal manner. If a contact is made, the Blue unit must stop to battle. The battle is resolved by the use of an extra stock chosen by the Blue player in case this comes up. Since it is the Red player who will be stating the blocking position of his unit, the code envelope, initials and all, is sent to the Blue player to verify the move.

To break this down to steps, here they are:

1. The Red player sends the codes in his move.
2. The US player initials the codes.
3. The US player lists the steps taken by his units.
4. Extra stocks are listed in case of hidden units.
5. The Red player sends the sheet back to the US player to verify the accuracy.

An optional move can be incorporated so that when a unit's move is blocked by a hidden unit, the US player has the option to move up other units which have not yet moved that turn. This takes longer, since the move must be sent back for this step.

Capt. Richard R. Nichols, 121 Illinois Drive, Little Rock Air Force Base, Jacksonville, Arkansas 72076.

The Test that will "Revolutionize" the Industry

By Charles Hoch

Many correspondents have recognized the need for bringing order out of wargaming chaos. Only Charles Hoch of St. Francis College in California has done anything practical about it. After reviewing the evaluation test sample itself, we find that Mr. Hoch has indeed understated the usefulness such a test will serve.

As interested consumers (your interested if you pay \$5.00 a year for a subscription to the General), we must learn to share in a deeper understanding and more concerned evaluation of the difficulties facing organized wargaming, and then proceed to produce solutions to these difficulties.

All one need do is look at the Opponents Wanted Section of this issue, and he will witness a chaotic conglomeration of threats, appeals and advertisements of unsurpassed confusion. After a fellow reads the first column, he doesn't know who he wants to play, what club is good to join or who has experience and who's just bluffing. The new wargamer despairs, thinking, "If I write and challenge this character, he'll probably clobber me, or be so inexperienced that I'll beat him in three moves." So, he turns to the vast array of clubs and hopes to find within their ranks, a position which promises to present him with a seemingly unlimited number of wargaming opportunities. But, once again his hopes are frustrated as he finds that club tournaments get bogged down in a mass of red tape, so that just when he's winning a game as the Germans in Stalingrad, he receives a letter from the Commander in Chief saying that the club has surrendered and is disbanding. Finally, he ends up participating in one of the various tournaments which periodically appear amongst the furor of club rivalry. He pays the entrance fee, receives the addresses, and discovers that the two men he's playing are veteran AH wargamers, neither of whom have lost a game in 23 consecutive tournaments. Thus, the new wargamer vascillates, furtively jumping from tournament to tournament, praying that someday he will discover someone who will be a challenging, yet not overwhelming match.

Sooner or later, the novice PBM wargamer experiences at least one of these difficulties, if not all. Though I've exaggerated, these examples tend to illustrate the need for an objective criterion by which we, as wargamers (old and new) can learn the ability of other wargamers without having to play them. "But," you ask, "what other way is there?" It is this. The tactical ability of a wargamer can be tested in such a way as to yield a somewhat accurate estimate of his ability in a specific game. But, in order for this test to be both valid and reliable, it must be objective and universal. This means that as many wargamers as are interested could take ability tests for any of the AH games they prefer. And, since the test is objective, i.e. the test is scored on its conformity to a previously established standard, then his score takes on a specific value for each game in which he takes a test. The test becomes universal when a substantial number of gamers take the same ability test for each game accepting the results as valid.

For example, a wargamer receives an ability test for D-Day as the Germans. He resolves the tactical situation and returns it to be scored. His test is then compared with the standard and he is given so many points for each unit he moved correctly. (Of course, the scoring system is somewhat more complex than this.) The total of these points yields a score which can then be compared and ranked with all the others who took the test to reveal his ability in relation to them. If the same test is given to enough wargamers, then it could come to be accepted by the majority as a true measure of a wargamer's ability. Thus, it would enable a wargamer to have a somewhat accurate notion of another wargamer's ability without having to play him, as long as he knows that wargamer's score. Furthermore, it would enable clubs to organize new and old members according to their ability, rather than playing favorites or politics.

Though the test is narrow in scope, it is a first step towards national organization. As wargamers, we must learn to cooperate in order to develop an efficient wargaming situation, that will not only help create an atmosphere of organized competition among experienced wargamers, but also stimulate the earlier participation of new wargamers and thus improve the future quality of wargaming.

Charles Hoch
St. Francis College
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San Diego, California 92110

Waterloo As It Really Was

By Robert W. Olson

Waterloo is one of the most popular Avalon-Hill games, and one of the best conceived of the lot, despite its grey hairs compared to more recent and involved games. I recently bought a book entitled THE CAMPAIGNS OF NAPOLEON by David Chandler, which covers Napoleon's military career, and includes maps and a table of organization for every important battle. It costs \$10 and is worth it to all Napoleonic Nuts.

Whoever designed Waterloo did an excellent job of research, but having for the first time read a really authoritative account of the battle of Waterloo, I found a number of errors in design which made it impossible to play the game either as it came out, or could have.

The purpose of the Campaign, which ended so disastrously for the French at Waterloo, was to crush one or both of the Allied armies by a series of rapid moves which would place the French army between its opponents at the junction point of their armies and defeat them separately. Napoleon had no idea whether he would fight the English or the Prussians first, but always preferred the English, as he considered Wellington to be the better general, but estimated he would retreat rather than give battle. The Grand Armee crossed the Samgre River at Marchienne au Pont, Charleroi, and Chatelet headed towards Brussels with the intention of disrupting the communications of both Allied armies, forcing each to battle, hopefully without coordination. Each column consisted of a balanced force able to fight superior forces for 24 hrs.

I and II Corps de Armee formed the left wing, III and IV Corps the right, while VI Corps. The Imperial Guard, and the Reserve Cavalry marched behind, all forming a triangle, the base point ready to reinforce either wing encountering an Allied army. Napoleon used this formation in virtually every Campaign in which he faced superior forces and was on the offensive, which was most of the time.

The author states; in direct contradiction to the A/H reference folder; that Napoleon's original plan was for the right wing to contain the Prussians if encountered while the remainder of

Robert W. Olson has never been one to accept an AH game as designed. Normally our editorial staff would have cast this article to the Huns. However, we decided to read it first. Thus, it got an 11th hour reprieve. Of course, you may relegate it to file #13 but before doing so may we remind you that such action could incense him enough to get his uncle to transfer the Atlanta Braves to your town.

the army was to crush the English - if they stood still-and then fall on the unprotected rear of the still engaged Prussians, who were expected to advance, or remain in place, but never retreat, which as can be seen on the A/H board is the only movement offering any help to Wellington. It was only when Napoleon saw that Blucher had advanced so far forward as to place himself in an even worse position than Napoleon had hoped, that he exercised his capacity for completely changing his plans, and immediately formed an alternative plan for destroying the Prussian army before attacking the English. Tho' the Prussians were in due course partially defeated at Ligny, this change of strategic direction went a long way towards ensuring Nap's long stay at the St. Helena Funny Farm, for we can see from the defensive factors available to the two Allied armies on the morning of the 15th that the English were weaker and more dispersed at the breakthru - point than were the Prussians, and thus had Napoleon stuck to his guns, the various English formations arriving on the "board area" would have been destroyed piecemeal, tho' probably at the cost of the destruction of the III and IV Corps by the Prussians. Doubtless Napoleon knew a "soak-off" when he saw one and this could be called a Strategic-Soak.

No doubt you are asking, when if ever, is Olson going to come to the point? As the A/H game opens, the Prussians are carefully set in best battle order, and in full force while the French have crossed the river, and already committed every unit in such a way as to place 2/3 of their army on the right wing, including the reserves, where at this time they by no means were, that is on the road to Fleurus as required by the rules. Napoleon is thereby forced to make the mistake of attacking the Prussians, while he actually made it quite voluntarily several hours after the 16th-7A.M. turn which opens the game, for at that time the VI Corps, and the Guard had not even crossed the river at Charleroi, nor had a number of smaller detachments. Nor for that matter had the II and III Corps of the Prussian army reached the game board at this time. They were on the march to assist the Ist Corps which had

been mauled during the French advance on the 15th, and was retreating towards Tilly, and reinforcements. The small number of English units were spread all over the lot, roughly on the road between Nivelles and Quatre-Bras. I intend to offer suggestions to bring the game into line with the strategic picture as it appeared to the contestants.

From a tactical standpoint, I have the following objections to the present rules:

1. The 15 factor stacking rule results in unlikely formations and disproportionate combat abilities.

2. Movement is too slow overall, tho' about right for a two hour turn, because all commanders, and particularly Napoleon kept his men on the move for 50-60 hrs. with one hour rests, while we have only 12 daylight hours, and assume everyone sleeps in place at night.

3. The rules allow for the mixing of units of the Anglo-Prussian Armies which largely negates the French strategic advantage of central position between either of the two and which at no time occurred in the actual battle.

4. As previously stated in an article, the desertion rule is ridiculous, and so is the capture of Brussels as a condition of victory for the French. As in real life, the destruction of the enemy field army, and incidentally the capture or killing of its leader is the only true objective of Napoleonic warfare. All operations should have only these goals in mind.

If you want to play a game based on Waterloo as it really was, or could have been, then try out the game with the following rules and you will be astonished at the new possibilities open to both commanders. All rules are the same unless specifically altered.

1. Add 5 A.M. and 9 P.M. turns to a new time record sheet.

2. Game begins 6/16/1815 - 5 A.M.

a. The English commander places his units (formerly placed rigidly at Quatre-Bras and Nivelles) anywhere on the road between the towns, or in either.

b. The Prussian commander places the units comprising the 1st Corps anywhere to the East and to the North of Gosselies, and to the South of Tilly.

c. All French units are presumed to have started to the South of the River. The French commander may place stacks (Subject to the new tactical stacking rules) up to three at Marchienne au Pont, three at Charleroi, and one at Chatelet, directly on the squares containing the city outlines. The Napoleon H.Q. unit must be included in these forces.

d. The Wellington H.Q. and Blucher H.Q. units may be placed any-

where on the board by the Allied player.

e. Game formally begins, French player moves first, then Allied. Player, who at this time brings the Prussian II & III Corps starting at board edge on the road from Liege-Namur.

3. Use a Blitzkrieg battle results table, EXCEPT:

a. 1-3 a roll of 1 moves defender BACK-2.

b. 1-1 a roll of 4 moves attacker BACK-2.

c. 1-2, 1-1, 2-1, 3-1, a roll of 3 results in CONTACT between attacker and defender. Neither loses, or moves. OPTIONAL: add 4-1 and 5-1.

4. Neither side may stack more than 3 units of any kind on a square, and the French no more than 16 factors in a stack; the Allies no more than 15 in a stack.

5. Movement shall be doubled on a primary road, and cut in half when the unit(s) move thru squares containing woods, or hills. Units may move up and down rivers without delay, but must wait one turn to cross.*

6. All H.Q. units are added to the game and have a factor of 1 on defense only.

7. English and Prussian units may not be adjacent to one another at the end of their turn, they must be at least one square apart, but can be moved around or thru one another on the march,

and may be forced adjacent by battle results.

8. Units are doubled when on brown squares, as if hilltops.

9. How to win: eliminate the opponent's army. Elimination of the Napoleon H.Q. Blucher H.Q. or Wellington H.Q. results in the total elimination of his army. The elimination of any other H.Q. unit has no effect.

10. OPTIONAL RULE: The tactical formation formed against an attacker often proved all important, linear and square being the most common. In his turn the defender may form a square by placing a blank counter under a stack which must contain at least one infantry unit. Such a stack may not be soaked against, and is treated as one defensive unit (the cavalry and artillery are assumed to be protected inside the square) and is not doubled. However, the square presents an easy target to artillery, therefore, all attack factors of artillery adjacent to a square defense are doubled, including horse artillery.

*11. OPTIONAL: Allow double movement on secondary roads as well.

12. No attacks of any kind are allowed to either side on the 5 A.M. and 9 P.M. turns; movement only.

Robert W. Olson,
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Atlanta, Georgia 30309.

The Infiltrator's Report

Bruno F. Sinigaglio, 10 E. Pitman St., Penns Grove, New Jersey 08069, dropped down to pick up an armful of games directly from the factory. While discussing wargaming, he passed on a system of his worthy of mentioning here ... he plays Jutland on a large 6' x 6' piece of poster material. He has it ruled off in 6 directions with lines 1/2" apart, each line representing 1,000 yards greatly facilitating the initial placement and movement of fleets.

The Gamesletter, published by Don Miller, 12315 Judson Rd., Wheaton, Md., 20906, is in its 4th volume, number 12 issue already... free to all "Games Bureau" members who've forked over yearly dues of \$1.00. A great value for a buck, if only in that it lists a roster of bureau members. Articles are written encompassing all areas of gaming in obviously collegiate-style prose. Highlights feature "The Fairy Chess event of the Year," articles headlined, "Dipsomania, Hydrophobia, Zott, La Guerre"... There's even a "Classical Music Division" column.

Of special interest to amateur game designers is the notice in The Spartan,

330 Center St., Lake Geneva, Wisconsin 53157, that "large hex" sheets with hexes three times the size of AH hexes available at the above address. We might add that the 2nd annual IFW convention is being planned at Lake Geneva for late August. Pertinent details will be forthcoming in The Spartan as well as future issues of The General.

Probably the fastest growing wargame magazine has been Strategy & Tactics, so rapid has been its growth that another branch has materialized: Valhalla, devoted mainly to Postal Diplomacy. All inquiries should be directed to the new corporation handling S & T enterprises, Project Analysis Corporation, Box 11-187, Loudonville, N.Y. 12211.

There is a movement afoot to form a "Common Market" for wargamers. In its basic form members of this common market, primarily Wargame Clubs, would be able to buy, exchange, and sell each other's products including games of their own design. Inquiries should be directed to Joseph Angiolillo, 16 Oliver St., Hartford, Conn. 06106.

IFW Conventions

Late word just in has it that there will be two conventions: For easterners, The Nassau County Community College Student Center will host the first convention on June 22nd. Advance registration is required, details available from Tony Morale, 39-30 Glenwood Street, Little Neck, New York 11363. The second convention will be held in the Horticultural Hall in Lake Geneva Wisconsin August 24th. Write to Gary Gygax, 330 Center Street, Lake Geneva, Wisconsin 53147. Scott Duncan, President of the IFW reports that enthusiasm is tripped that of last year's convention which featured top game players and military personnel that had gathered at their Malvern, Pennsylvania sight. This organization has gone to great lengths to make these conventions the high spots in the gaming year - every wargamer should make an effort to attend at least one of these conventions. News releases and promotion, geared to the consumer level, will guarantee coverage of these conventions in the more prominent news media of the day, and plans by the IFW have been made well enough in advance to guarantee this coverage.

Not to be outdone is the Pacific Northwest War Games Assn. which has scheduled a wargame convention for west coast enthusiasts. The Student Union Building of Washington U will host the event scheduled for June 15-16. Four separate tournaments are scheduled to highlight the two-day affair. Of course, prizes too numerous to mention here will be awarded and it is suggested that guests reserve ahead of time by sending \$1.00 to PNWWGA Convention, c/o Douglas Beyerlein, 3934 S. W. Southern, Seattle, Washington 98116. In return you will be filled in with complete details of this event.

The Frank Chadwick - Alan Monson team lead the pack of "best authors" in the Mar-April issue with their Blocked Retreat Routes article; followed closely by the Brundage-Frankwicz-Kohn team for Wargamers Clinic; J. E. Pournelle for Achieving Surprise; Victor J. Gervol for Psychology in Wargaming; Bill Haggart for Jutland for Landlubbers; and Ted Harpham for Bring Ivan to His Knees.

We are sorry to report, that many "Opponents Wanted" ads ended up in file #13 this month. Requests for insertions now far exceed the space available. Thus, we can no longer publish boasts, threats, ultimatums, victory declarations, for sales, bravados from wargame clubs and all such rot. We will honor only those ads from individuals and clubs seriously seeking new opponents.

Question Box

For the last six months or so, we have been testing a new and improved system for handling your questions about the rules for the games. Rumors to the effect that these questions are answered by a little old lady we have chained in the cellar are absolutely untrue. You can help us serve you better by following a few simple rules when sending in your questions:

(1) Always include a self-addressed, stamped envelope with your query. This eliminates several steps in processing and can add as much as a week to the speediness of our reply.

(2) Ask your questions so that they can be answered with a simple yes or no whenever possible. Leave enough space between questions so that we can answer right on your letter.

(3) Keep your questions concerning rules on a separate sheet from orders, general comments, requests, praise, suggestions (of all types), and questions concerning research and design.

(4) If you refer to a specific situation in a game, it helps if you include a detailed sketch (it doesn't have to be a work of art).

If all of you will do this for us, we will give you the most prompt and detailed service within our capabilities. And you'll be making an old lady's burden just a little easier to bear.

Bulge

Q. May the US player use his strategic attack to interdict? May he attack a square in which there are no enemy units so as to restrict the retreat of German units under ground attack?

A. Yes. German units may not retreat through a square under strategic attack, and the Allies may attack an unoccupied square.

Q. May retreating units move toward the enemy if routes away from the enemy exist?

A. No, not unless the retreat route is the only one available. Units must always be retreated in the general direction away from the enemy if possible. Specifically, attacks at soak-off odds with the intent of having the unit retreat into a greatly advantageous position toward the enemy lines (or behind them) is outlawed. This will, on occasion, conflict with the "retreat to the nearest road" rule, but a retreat should be a retreat, not an advance.

Midway

Q. May planes used in reducing Midway Island be sent in, in "waves"?

A. No.

D-Day

Q. May Allied units move beyond the 17 square supply line limit for one turn.

A. No.

Q. Well then, can I drop my paratroop units beyond the 17 square supply line limit?

A. Sure, but these units must be supplied at the end of the combat portion of your turn or they are isolated.

Q. But if a paratroop unit is isolated, I can always re-drop it in a supplied position by simply following the paratroop drop rules and moving it to a supplied square, right?

A. Wrong. I really hate to spoil your fun, but isolated paratroop units may not be dropped again until they are supplied.

Q. May the Allies use strategic attacks against units in the zone of control of ground units?

A. No.

Afrika Korps

Q. When the Allies have "built" the larger substitute units and one of them is involved in an exchange situation, may they break down the unit into its original counters in order to avoid elimination of the entire composite unit?

A. Yes.

Blitzkrieg

Q. When weather limits movement off the roads, what happens to units forced to retreat if no on-the-road retreat route exists?

A. They may retreat off the road. However, advancing units may not move off the road.

Q. When units in mountains may not move due to the weather, may units on mountain squares adjacent to open terrain move out? How about units moving into the mountains?

A. Units on mountain squares adjacent to open terrain MAY move normally (out into the open), but no unit may move into the mountains when the weather restricts mountain movement.

Q. Which cities are ports?

A. The ones on the sea; there are no "inland ports" in Blitzkrieg.

Stalingrad

Q. May the narrows at the Sea of Azov be used as a supply route?

A. No.

THE GAME DESIGNER

(Continued from Page 2)

who finally found a haven for his Battle of Britain game; available as most know through the Gamescience Corporation.

QUALITIES OF A GAME DESIGNER

Zocchi is a professional airman which is somewhat of a headstart. His current occupational specialty is that of instructor, a very necessary ingredient because of the inherent difficult task of telling the customer how to play the game. Add these factors to his love of competitive games of all kinds and you have a fairly good idea of what it takes to be a game designer.

A more precise idea is found in the background of Scott Duncan, the youthful leader of the IFW (International Federation of Wargaming) also shown on our cover. Gamescience was also the angel for his creation originally titled World Affairs but now called Chief-of-State and included in the supplementary kit to Confrontation.

Duncan's forte is Political Science, his game a sort of socio-psychological experiment culled after a summer's research into the use of game simulations for educational purposes at Temple University.

As with Sgt. Zocchi, Duncan is also an instructor, a teaching assistant in English at Temple, with well-rounded interests that run the gamut from inter-collegiate fencing to music (both he and Zocchi play several instruments) to sports to parapsychology. His elevation to presidency of the IFW is indicative

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP	CLUB	PRESIDENT	MEMBERSHIP
Der Totenkopf SS 954 Kittwake Lane Chula Vista, Calif. 92011	Dana F. Lombardy	33	4th SS Voltassgrenadiers 352 N. State Road Briarcliff, New York 10510	James Anderson	11
Schwerpunkt 5467 Pepperwood Road Santa Rosa, Calif. 95405	Rick Barnes	6	Army of S. Cayuga 122 Auburn Street Ithaca, New York 14850	Steve Cornman	9
Panzergruppe Guderian 2nd Panzer Army Rt. 1, Box 965 Sonoma, California	John Gibson	---	101st Airborne 209 West End Avenue Massapequa, New York	Frank Marchese	4
Boyar Cossacks 477 Locust Street Denver, Colorado 80220	Richard Simmons	20	Veni, Vede, Veci 212 Legion Circle Rochester, New York 14616	Michael Bordulis	16
Fighting Knights 700 N. Wille Street Mt. Prospect, Ill. 60056	Tony Adams	7	The Underground 22835 Haber Drive Fairview, Ohio 44126	Randy Schmidt	6
The Springfield Wargamers 2 Linden Lane Springfield, Ill. 62707	Doug Cragoe	6	Eastern Front S. S. Viking Div. 915 1/2 Collins Toledo, Ohio 43610	Loran J. Lee	6
O'Flynn's Own 230 E. Myrtle Virginia, Ill. 62691	Michael McCausland	7	S. F. E. G. T. R. E. II (SAC) 221 Penn Street Haver, Pennsylvania 17331	Michael Barnhart	12
The Klan 7310 Ideal Avenue Fort Wayne, Indiana	Patrick Barry	6	Penny Yorker Box 280, RD 2 Sayre, Pennsylvania 18840	Scott Duncan	30
Imperial Phalanx 617 Fifth Avenue Sheldon, Iowa 51201	Jim Bothmer	5	International Task Force 4608 Holt Bellaire, Texas 77401	Eric Riedl	20
The Strategists 2110 Schaeffville Road Laurel, Maryland 20810	John G. Armstrong	4	Texas Navy 7118 Hartland Houston, Texas 77059	Jack Galkins	10
12th SS Panzer (Aggressor) Acme 1432 N. Hazel Street St. Paul, Minn. 55119	Russell Shortreed	8	Wisconsin Wargaming Assn. 5616 Churchway Greendale, Wisconsin 53129	Tim Wiede	26

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name

Mailing Address

Name of Newsletter or Mag. (if any)

Total Membership

President's Signature

(Check One):

☐ This is a first time registration

☐ This is an address change registration.

of how highly he is thought of by his co-patriots.

Equally talented is Colonel Donald L. Dickson, shown on our cover clarifying a point in Guadalcanal. Guadalcanal was not designed by Colonel Dickson, who is now retired from the Marine Corps but currently editor of Leatherneck Magazine. Having designed many military games too limited in scope for commercial publication, including a remarkably realistic guerilla warfare "exercise," his native design talents were put to use by Avalon Hill in an historically artistic sense. Several cover designs are his creations as is the editorial and illustrative matter that comprises the historical background for Guadalcanal and Jutland.

Too busy with Leatherneck Magazine, game-designing to Colonel Dickson has been relegated to that of a hobby, "nothing more" he confides.

INVENTOR'S GUILD

Hope is in sight for the free lancers not as fortunate as the above gentlemen.

A new wargaming association has made the scene - The War Games Inventor's Guild - members of which are all game designers in their own right, banned together to provide... "encouragement and assistance in an organiza-

tion through which widely separated (geographically) inventors can communicate with each other," so states their promotional director Gary Gyga, himself a designer of some repute. The Guild, originated by Dane Lyons and Grant Noble as co-founders, publish The Artisan, a newsletter that acts as a clearing house where Guild Games can be made available to members and, hopefully, to commercial publishers.

The Guild operates a rather unique organization. You must be a designer to join, being accepted as an "Amateur." Upon Guild approval of one's creation he becomes a "Journeyman" and approval of additional designs earns him the monicker of "Master."

Guild Games already in existence number; Punic Wars, Saratoga, Manassas, Panzer 40, Iwo Jima, War of Empires, among the popular titles plus Campaign, another Scott Duncan creation.

The advent of an organization such as the Guild serves notice that game designers are certainly not a vanishing breed. The problem, now, is to create an expanded consumer market for acceptance of the new ideas by these ever-increasing free lance game designers.

We welcome your solution to this problem.

Winners-Contest #24

Professor J.E. Pournelle of Pepperdine College heads the list of 10 best comments on the Vietnam situation. Actually, the list was pared to 30 excellent entries of which the following were picked at random out of our collective hat. Our regrets to the 20 whose contest papers were not sticky enough.

1. J.E. Pournelle, Studio City, Cal.
2. Grant Sitler, Fort Collins, Colorado
3. Frank Borriello, Springfield, Penna.
4. Gary Seiser, Milwaukee, Wisconsin
5. Dennis Graven, Madison, Wisconsin
6. Charles Hoch, San Diego, California
7. John P. Bobek, Chicago, Illinois
8. David N. Klein, Danvers, Mass.
9. Jeff Herring, Baltimore, Maryland
10. James M. Gibson, Jr., Dover, New Jersey

Free gift certificates have been sent to all of the above winners.

Don't forget to vote on what are the three best articles of this issue...record your votes where provided on the Contest Entry blank.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

25¢

25¢

SAVE THIS COUPON

GOOD TOWARD THE PURCHASE
OF ALL AVALON HILL
PRODUCTS

MAY-JUNE 1968

OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

Contest No. 25

Because of the excellent response we received on last issue's contest, this one will kill two birds with one shell. Contest #25 winners will be picked at random from only those who register for Playtest Panel consideration; the offer of free games being an inducement we hope guarantees a large response from subscribers.

Playtest Panel Registration Form

Make sure you match the proper questions with the appropriate answer blocks. In some cases, Question 6 for example, you must insert the CODE NUMBER, not the original number. Thus, for question 6 you would insert figure "4" if your age was between 18 and 21. In other instances where answers might be two-digit numbers; questions 18 thru 21 for example, you would fill in TWO answer blocks. Thus if your answer is AFRIKA KORPS, you would insert the number "0" in box 18 and "1" in box 19.

ANSWER BLOCKS

SEE REVERSE SIDE

DO NOT
FILL IN

PERSONAL

LOCATION

GAME PLAYING

1 2 3 4 5

6 7 8 9 10 11

12 13 14 15 16

17 18 19 20 21

22 23 24 25 26

27 28 29 30

OWNERSHIP

GAME PREFERENCE

31 32 33 34 35

36 37 38 39 40 41

42 43 44 45 46

47 48 49 50 51

52 53 54 55 56

57 58 59

60 61 62 63 64 65 66 67 68

69 70 71 72 73

74 75 76 77 78

79 80

Thank you for taking the time to complete this form. Make sure you have printed your name and address as it is to be used both as a contest entry and your official registration for Consumer Playtest Panel Membership, 10 of which will be drawn at random as winners of free AH merchandise.

Name _____

Headlines of 3 Best Articles:

Address _____

City _____ State _____



Avalon Hill moguls display baseball trophy won by Avalon Hill capturing 1967 Baltimore Unlimited League title. L to R: Former Traffic Assistant Jack McCauley, 1st baseman; Marketing Director Tom Shaw, team manager; AH Vice-President A. Eric Dott; Advertising Artist Charles Harbaugh III, outfielder-coach.

A Championship to Defend

"It's more difficult to defend your championship than to win one," is the sage comment from Avalon Hill sage, Ed Adams. Sage Adams is referring, of course, to the situation in which the company baseball team find itself after winning the Baltimore Unlimited League championship last year (1967).

No stranger to sports, Adams knows the pressures a championship can exert on a team. A former infielder, lacrosse player, and now member of Oriole Advocates and Colt Associates, he quickly points to the demise of Baltimore's beloved Birds as a case in point. "A team that has finally tasted victory can

Personal Data

Answer Block

Question and Answer Number

- 6 Age: 12 or less - 1; 13&14 - 2; 15 thru 17 - 3; 18 thru 21 - 4; 22 thru 40 - 6; 41 & over - 7.
- 7 Occupation: student - 1; professional (doctor, lawyer, GPA, etc.) - 2; technical & scientific - 3; manager - 4; clerical - 5; armed forces - 6.
- 8 Education: grammar school or less - 1; some high school - 2; high school grad - 3; some college - 4; college grad - 5; some graduate school - 6; finished graduate or professional school - 7.
- 9 Family Income: less than \$5,000 per year - 1; \$5,001 thru \$10,000 - 2; \$10,001 thru \$20,000 - 3; over \$20,000 - 4.
- 10 Military Service: none - 1; volunteered - 2; drafted - 3; reserves - 4; regular career - 5.

Location Data

- 12 East Coast (north of D.C.) - 1; west coast - 2; south - 3; east of Mississippi (less east coast & south) - 4; west of Mississippi (less west coast) - 5; foreign - 6; Canada - 7.
- 13 Town size is: less than 2,000 - 1; 2,000 thru 10,000 - 2; 10,001 thru 25,000 - 3; 25,001 thru 100,000 - 4; 100,001 thru 500,000 - 5; Over 500,000 - 6.
- 14 Does head of house commute to work: yes - 1; no - 2.
- 15 Do you own your house - 1; rent your house - 2. (If living with parents or relatives, state their situation.)

Game Playing Data

- 17 A good AH game should last: 1/2 hour - 1; 1 hour - 2; 2 hours - 3; 3 hours - 4; 4 hours - 5; 5 hours or more - 6.
- 18-21 (use two boxes for each answer) My two favorite AH games: AK-- 01, Bulge - 02; Bismarck - 03, Blitzkrieg - 04, D-Day - 05, Gettys - 06, Guadal - 07, Jutland - 08, Midway - 09, 1914 - 10; Staling - 11, Tactics II - 12, U-Boat - 13, Waterloo - 14, Chancellorsville - 15.
- 22-25 (use two boxes for each game) The two AH games I play the most: (use above codes.)
- 26 I play AH games mainly: to pass the time - 1; to learn more of an interesting historical situation - 2; to "belong" - 3; to stimulate my mind - 4; to participate vicariously in a historical situation - 5; a combination of 1 & 2 - 6; a combination of 3 & 4 - 7; a combination of 3 & 5 - 8; a combination of 1 & 3 - 9; some other reason - 0.
- 27 The time I spend working with the game myself more than I spend actually playing someone - 1; not as much as spent playing someone - 2; only occasionally when I feel it would improve my game - 3; never - 4.

28

When I notice an irregularity or ambiguity in the rules I: resolve the problem on the spot in the most reasonable manner and continue playing - 1; write to AH for clarification - 2; go back over the rules to find an answer - 3; ignore the problem and play on - 4.

29

I prefer more emphasis on historical accuracy and realism (as in Jutland & 1914): yes, at all costs, even at the sacrifice of playability - 1; yes, but not at any sacrifice in playability - 2; no, it really doesn't matter as long as it's a good playable game - 3.

30

Regarding complexity format, I prefer: AK - 1; or Blitzkrieg - 2.

31

Number of years I've played AH games are: (state 1 thru 9).

32

The percentage of games I play by mail is: 10% - 1; near 20% - 2; near 30% - 3; near 50% - 4; over 50% - 5; none of the time - 6.

33

The number of games I start per month averages: (mark 1 thru 9.)

34

On an average, each game last in hours: (mark 1 thru 9.)

Ownership Data

36

I normally purchase AH games thru: Department Store - 1; Hobby Shop - 2; Discount Store - 3; Book Store - 4; Direct from AH - 5; other - 6.

37

I was influenced to purchase my first AH game thru: Store ad - 1; just seeing it in a store - 2; magazine ad - 3; friend's recommendation - 4; brochure mailed directly from AH - 5.

38-39

The first AH game I ever purchased was: (use codes of question 18-21).

40-41

The number of AH games I now own: (If less than 10, mark "0" in box 40.)

Game Preference Data

Boxes 43 thru 79 refer to games which are in prototype stage as futures. For each of the proposed new games, mark your preference for each in the following manners: 1 would definitely buy this game - 1; I might buy it if I heard good reports from others - 2; I would probably not buy this game - 3; I wouldn't even play this game - 4.

43-Anzio 44-Caesar 45-Tanneberg 46-Cgarge of the Light Brigade
47-Leipzig 48-1940 (Battle for France) 49-Battle for Berlin
50-Gallipoli 51-Iwo Jima 52-Leyte Gulf 53-American Revolution
54-Salerno 55-Battle for the Atlantic 56-Luftwaffe 57-Third Reich
58-Korea 59-Victory at Sea (WWII in Pacific) 60-Russian Revolution
61-Plane-to-Plane Combat 62-Crete 63-Arnhem 64-Kursk
65-Sinai Campaigns 66-Poland '39 67-American Civil War Battles
68-1918 (last German Offensive)

The following games are redesigned titles of existing AH games:

70-Afrika Korps 71-D-Day 72-Bulge 73-Stalingrad 74-Guadalcanal
75-Bismarck 76-Midway 77-Waterloo 68-Blitzkrieg 79-Jutland

often become complacent. And when you consider that the other teams are more determined to get your scalp, it is doubly tough to repeat a championship. Sometimes the team with the best personnel doesn't always win."

"Man, I don't even have the best personnel," chokes manager T. Shaw who is faced with a similar circumstance. Acting in a most loyal manner, Shaw claims that he owes his success to following the managerial principles of their Baseball Strategy game.

"It's surprising how other managers don't practice the basics of baseball managing," Adams relates. "There are, of course, obvious strategies one must follow, but there are the not-so-obvious strategies that really separate the men from the boys in a league where most teams are fairly equal in ability. And it is these 'not-so-obvious' principles that are outlined, we think pretty obviously, in the design of Baseball Strategy."

Fairly convinced by now that this reporter had become victimized in an Adams-Shaw promotional plot, we called a spade a spade: "Let's be honest, Adams, you went out and hired the best ballplayers in town to guarantee a league championship - right???"

"Wrong," chimed in Team Prexy Eric Dott, company Vice-President. "To do so would be defeating the purpose of the whole experiment. It's true that we had promotion in mind as an end result. More important, we

wanted to find out for ourselves if what we've said about Baseball Strategy in theory was actually true in practice." If proved otherwise by the consumer," countered Adams, "we'd become the laughing stock of the gaming world. Instead, we molded a team around some company personnel, filling in with local ballplayers of no special 'repute'. In three campaigns, we finished 2nd, 3rd, and 1st in that order. We think that this record speaks well for the managerial principles outlined in Baseball Strategy."

"We'll call your bluff right off," we countered. "Your 1st baseman was an All-Maryland."

"Yes, he was... in 1946. He can hardly move today. Shaw plants 'X' marks in the ground where he is to stand depending upon who the opposing hitters are."

"Okay, you got us there. So give us a real for instance... what does Baseball Strategy say to do in given situations?"

"First off," exclaimed Shaw, "most managers do not place enough emphasis on running speed. By this I mean that you are better off batting a fast-running .250 hitter in the 2nd and 3rd slots than slow-running .350 hitters. After all, what's the difference between a .250 hitter and a .350 hitter - just one basehit per 10 at bats. Actually, it's not the basehits that are as important as the benefits derived from the 7 to 8 outs a player will hit into

every 10 times up. It's far better to go with a .250 hitter who hits long flies or runner-advancing ground outs than a .350 hitter who strikes out and pops up much of the time. And I'd rather have a cluster of right-hand hitters who hit to right-field fairly often. This usually results in baserunners being able to take an extra base thus getting into scoring position more often."

"How is this expressed in the game?" we queried.

"The Hit & Run column is slanted in this favor. Of course, the type of defense put up by the other team is a factor but you will notice in comparing the hitting columns that one should not overlook the usage of the Hit & Run even though there's much less chance of getting off the Long Belt. And while on the subject of defense, we have somewhat over-designed the Pitch-out column in order to convey the necessity of keeping baserunners honest. In real life a common failing among pitchers is they fail to keep baserunners close to the bag... some pitchers never throw over to first base. If you do make it known that you are aware of a baserunners' lead by throwing fairly often during a game, they will be less prone to take that extra step lead... and are often thrown out attempting to steal by that very same step. This factor is built into the Pitch-out column. I could really go on and on, touching on the use of fast-ball and junk pitchers in certain situations; but I'm sure you've gotten the point by now."

"So what you and Adams are saying is that there is more to baseball than merely physical ability. However, one last argument against your entire premise is a statement once made by Leo Durocher who commented, 'The manager only accounts for a difference of, maybe, 10 games a year'."

"Yes, so what was the difference between 1st and 4th place last year???"

"Touche," we submitted. "So what about the coming year?" we asked...

"It looks like the same personnel as last year, unless a heart attack or two depletes the roster," commented Adams.

"If the other teams' managers ever get ahold of Baseball Strategy, we're in trouble," declares manager Shaw as he prepares his list of excuses to be handed in at the end of the season.

Shaw's already in trouble defensively. Several of last year's Pitchers have moved out of state leaving quite a void not as yet filled. However, arriving upon the scene of a pre-season exhibition game to find Avalon Hill trailing 14-0, we gathered that Shaw was not overly concerned when he retorted, "Wait until we get to bat."

Just as in wargaming, the best defense is a good offense.

Letters to the Editor...

Dear Sir:

I am an Avalon Hill enthusiast who would like to further the art of wargaming. Therefore, I am willing to offer my services toward the solving of disputes between game participants.

Due to the growing state of war-gaming, disputes between participants become more plentiful and more heated. Just send me a letter stating the argument and I will send back my answer.

Dwane A. Aldrich,
Route 2, Box 272,
Stanwood, Washington 98292.

Gentlemen:

In reviewing several articles printed in the General I find more times than not that a false spirit of wargaming exists, especially in the "Want Ads" section of the paper. Many organizations and clubs are doing the very same thing that several countries have tried to do (and are doing) throughout history.

Such clubs as 4th SS, Aggressor, and many others (probably too numerous to mention) are throwing their legions into campaigns and conflicts hoping to dominate the world--or a good part of it, anyway.

These organizations want the same thing--power, glory, and ultimate success--such as Rome under Caesar, France under Napoleon, and Germany under Hitler.

This is not what wargaming is for! Wargaming is to bring into view a new type of competition based as high as chess, checkers, and many well-known card games; to bring in a new concept of recreation, not barbaric hordes conquering everything in sight.

It is these people who give wargaming a bad name which can cause serious circumstances. Instead of organizing clubs on peaceful standards they set up panzer armies, Roman legions, and the like. What can be done to change this?

There are some organizations who

(Continued on Back Cover)

are trying to do something about this situation. Some of the names include the Red Lions (who just recently changed their name to Boldland), Big Army, and Sparta. Their basic purpose is to make wargaming a popular scheme based as high, if no higher, than chess, and the like. These organizations are challenging other clubs who give war-

gaming a bad name, thus to "clean out the scum," you might say.

People should choose wisely the organizations they want to participate in. They should first of all find out what that particular organization was created for or what it wants to succeed in doing.

Once again history repeats itself and it is up to all those who believe in peace

to put their support into organizations who are trying to do just that--to keep the peace and to fight back when necessary those who think they can dominate others.

SGT Donald L. Squire
AF 19771928
6950th Scty Gp, Box 1498
APO New York 09193

OPponents WANTED

D-Day, Pbm Jutland (write for details). Pbm D-Day if good response. Have car for face-to-face. All competencies accepted. Club forming, will accept all types, Phil Pritchard, 5756 East Seventh Street, Tucson, Ariz. 85711. College age or older pbm opponents wanted for Guadalcanal and 1914. All tournament and optional rules. Try my way for hidden movement, it works! F-T-F any A-II wargame. Richard Nichols, 121 Illinois, Jacksonville, Ark. 72076.

Anyone wishing to join, or enter into Pbm combat with me in D-Day or Tactics II contact me. Charles C. Russell, 2449 Riffel Court, Castro Valley, Cal. 94546.

Der Totenkopf SS means quality. Over thirty members and nation-wide organization, including the most highly rated club newsletter in USA. Interested in military history and professional wargaming? Write us, 784 Kittiwake, Chula Vista, Calif. 92011.

Wanted, Opponents around age 15 for any AH games in Gardener, LA or nearby area. Face-to-face or pbm. Am a member of Spartan Club. Contact Stephen Sents, 1008 W. 131st St., Gardena, Calif. Phone 324-9589.

Wanted: Opponents for Pbm Waterloo, S'grad, and AK. I'll be (PAA), (German), and (Allied). Also will play Chess by mail. (White). In person play possible bring game. Steve Storni, 722 S. Larch, Inglewood, Calif. 90301. Join the Spartan/Neutral/competition league for fun and prizes. Compete with clubs like R.A.H., OKW, Spectre, Spartan, Lancers, Raiders, Marauders, Seebies, Phantoms Imperial Guards UWA. Write Russell Powell, 5820 John, Long Beach, Calif. 90805.

Aggressor Homeland (SAC) offers everything the wargamer could want: plenty of pbm action (intra- and inter-club), game variants, magazine, etc. Need in person opponents. Bruce Sullivan, 787 Eldorado Plaza, Long Beach, Calif. 90808 (431-0708).

Join Sparta, or if you already have a club, join the Spartan League. Honesty and friendship: what else could you ask for? Contact Roger Palmer, 32709 Seagate Dr., Apt. 104, Palos Verdes Pen., Calif. 90274.

The Praetorian Guard evaluation test is completed. Two parts: Evaluation and survey part, and ability test part. Can evaluate entire clubs. For test, write Charles Hoch, St. Francis College, Alcala Park, San Diego, Calif. 92110.

Opponents (suit for pbm of AK (either), S'grad (I'm Russian), D-Day (either), or BB (either). All tournament rules in all games except BB one-way traffic. Sic berater: Jay SS Leone, 1960 15th Ave., San Francisco, Calif. 94116.

Face-to-face opponents in SSF or San Bruno for Blitz, Waterloo, Midway, S'grad, Guadal, Jutland, D-Day in that order. Pbm Blitz opponents C/O anywhere. Steven Johnson, 657 Joaquin Dr., S. San Francisco, Calif. 94080. Rally 'round the Stars and Bars, Rebel California announces a branch of the X Corps Confederate Army. If the game is more important than winning, write: Tony Boshovich, 1011 Walnut St., San Jose, Calif. 95110.

Wanted: Pbm Blitz. I will be blue. All Tourn, and optional rules except weather, will take first letter, but all answered. Is my first game. David Swingle, 2205 Patti Lane, Santa Ana, Calif. 92706.

Wargamers in Alta, Sask., Yukon and Alaska, 7th Army of Boldland wants you! Contact me today! Also new Baseball Strategy for \$3.00. Want General's Vol. 1 No. 1. Soon Louis, 4839-21st Ave. NW, Calgary, Alta. Canada.

Small clubs unite! Boyar Lassocks wants to merge with you. Also, we wish pbm opponents. Contact Richard Simmons, 477 Locust St., Denver, Colo. 80220. We play AK, Waterloo, Guadalcanal, also.

It's time you joined Panzer Lehr: a fair sized club with advancement based on skill. Tournaments with other clubs

OPponents WANTED

and individuals. Newsletter is "Der Koenigstiger". Grant Sider, 409 S. Grant Ave., Fort Collins, Colo. 80521.

Wanted: face-to-face opponents in New Haven area. I play most AH wargames (not very well). Am interested in forming local club. Voly Menkin, 20 Oak Hill, East Haven, Conn. 06513. Tel. 465-4857.

Attention Wargamers: An organization named "Imperial Order of Warriors" has formed. We want new members, and we urge all of you to unite under this winning team. Contact Robert Trepanier, 442 Mix Ave., Hamden, Conn. 06514.

"Elite" is our club! Superior wargaming is our aim! Are you good enough to join? Write for test game: Ted Harpham, 4th Reich HQ 207 Rowland Park Blvd., Wilmington, Dela. 19803. Wayne Goudrey, contact me!

Der Totenkopf SS, the fastest growing club in the nation wants you. VIII Brigade challenges in D-Day, Bulge, S'Grad; 1914. Write Eduard Halle, 10F SE 8th St., Gainesville, Fla. 32601.

Reichswehr der Wehrmacht still has many high command positions open. Many clubs will soon be at our feet. Contact: Carlos Pares, Jr., 3181 SW 85th Ave., Miami, Fla. 33155.

Opponents wanted for AK, S'grad, Guadal. Any side. First two letters answered for each game. Also, wargame meets held monthly in Florida. Write David Mayhall, 1962 17th Avenue N., St. Petersburg, Fla. 33713.

Now! In-person opponents wanted in the Atlanta area. Jared Johnson, 1548 Rochelle Dr., Chamblee, Ga. 30005. Phone: 457-8771.

\$5555 will pay any reasonable price for General Vol. 1, Nos. 1 & 4, Vol. III, No. 1 and Vol. IV, No. 2. Originals preferred. All offers to Lt. Roger Hill, 78 Freiburg, Lehenstr., 90, Germany (Airmail Please!).

Notice to all Wargamers. Announcing the publication of a new magazine in the field of wargaming. Articles on wars & battles with great insight & detail, historical reports, game design & much more. Write to Conflict, c/o Philip Musgrave, P.O. Box 295, Kailua, Hawaii 96734.

Looking for opponents in my area. I challenge anyone to a Midway Pbm. Adult opponents preferred. Also, desire face-to-face competition in any Avalon Hill game. Philip C. Meyer, P.O. Box 636, Pahala, Hawaii 96777.

Wanted, AH players to join new club on the north side of Chicago. All applicants, considered, play everything, state age and experience, send to Paul Cote, 6491 N. Newland, Chicago, Ill. 60631. Hurry now! Gestapo calls.

Desire Pbm opponents for Bulge, 1914 or D-Day. Fellow University students preferred. Send side preference rules, etc. to Leonard Lakofka, 1806 N. Richmond St., Chicago, Ill. 60647.

Please! How about some face-to-face in this area. Only one response last time. I play D-Day and Tactics II by mail. Most others in person. Kirk Walder, 501 Bradshaw St., Dixon, Ill. 61021.

No wargamer should be without a club! Boldland is No. 2 with more service to members! For complete information, including club magazine Courier, club wars, official games contact Richard Locke, 2232 Wesley, Evanston, Ill. 60201, 869-0035.

I must terminate some pbm games. I'm sorry if it's yours. Hitch up with Boldland! Join our invincible Army! I will play face-to-face only confrontation and Att. David Mulligan, 2745 Garrison, Evanston, Ill. 60201.

Anyone interested in forming club for players of peaceful games (Dispatcher, Verdicht II, etc.)? Also will play Bulge by mail. Prefer junior high students for both. Joseph Kapus, 10133 S. Utica Ave., Evergreen Park, Ill. 60622. Please play me face-to-face and/or join Boldland, the club with a special need for you - the individual. Lend your talents to Boldland Army, Navy, Air Force, Marines or Reserves. Write: Bruce Ogden, 874 Forest Hill

OPponents WANTED

Rd., Lake Forest, Ill. 60045. Will pbm AK (we're Germans) and D-Day (Allies). Will answer first four. Face-to-face most others. Also, for information on joining wargaming club, contact fighting knights, 700 N. Willie St., Mt. Prospect, Ill. 60056.

Anyone like to pbm a novice? If so, I'm available. I'll take any side - Bulge, Blitz and Waterloo. Face-to-face if players exist in this town. Contact Tom Henthorn, 4113 Tallwood, Rockford, Ill. 61111.

In desperate need of face-to-face opponents in or near Springfield, and age or any game. Join our small club! I am member of IFW. Doug Cragoe, 2 Linden Lane, Springfield, Ill. 62707.

Wanted: A Russian opponent for a pbm game of Stalingrad and a German for Afrika Korps. Would prefer those who aren't involved with other matches. Mr. Patrick Barry, 1831 Hobson Road, Ft. Wayne, Indiana 46805.

Anybody want to join the "East Horizon" forces? So far I am the only commander. I play Blitz and Tactics II pbm, others I-to-I. Address to "East Horizon", Duane Clark Fant, 1403 E. 77th, Indianapolis, Indiana 46240.

Boldland offers the most and best of everything. To join contact Tom Jewett, Cornell College, Mt. Vernon, Iowa 52314. Also Pbm D-Day.

Aggressor wants you!! Join Aggressor I did! Get: rapid promotion, much friendly wargaming, and meet some great people! Write: Jim Nelson, 617 Fifth Ave., Sheldon, Iowa 51201.

Wichita wargamers Unite! Daniel Hughes, where are you? New live opposition much desired for myself and some friends. Hal George, 1403 N. Vassar, Wichita, Kansas, 67208. Have AK, D-Day, Blitzkrieg, Bulge, Stalingrad, Bismarck, Midway, Jutland, Britain.

Elves, hobbits, dwarves, and men, the Host of the West is the best. The Dark Lord no longer controls Kentucky. Join now! Write Charles Wright, 72 Indian Ridge Rd., Louisville, Ky. 40207.

Achtung! I would like a face-to-face opponents for Afrika Korps. If interested contact John Frandsen, P.O. Box 4514, Monroe, La. or phone (513) 322-4014.

Westport's Chess Team triumphs! Pbm U-Boat opponent wanted for 2 games. Mediator also needed to perform simple task (U-Boat not required). Write for rules and details. Doug Hoppel, 2012 Ben Ali Rd., Anchorage, Ky. 40225.

Are you a serious wargamer wanting enjoyment? Join the A.W.A! Ohioans, Indians and Michigansians write Th Infantry Corps, 8395 Whitewood, Brecksville, Ohio 44141. All others write John Rancourt, (COMINCH) 38 Sanger Ave., Waterville, Maine 04701.

Yieeeeee! Takes on anyone either side pbm D-Day, Blitz. All tournament rules except rules, weather. Reasonable explained variations. Germans, Reds send move or sea units. David Roberts, Stonewall Brigade, 23 State Circle, Annapolis, Md. 21401.

What happened to AH in Baltimore? Anyone interested in forming a club? If interested call or write Jeff Heft, 2703 Waco Court, Baltimore, Md. 21209 486-2366. Any Sigma Alpha Rho AH gamers.

Former Aggressors! I have returned in Der Totenkopf SS! This club is going places! I exhort all who wish to recreate our glorious Homeland to join! Standartenfuhrer Brian Libby, Box 2182, Johns Hopkins U., Baltimore, Md.

Loser pays for the Schnappel! Across the board opponents wanted for S-Grad, D-Day, AK, Bulge. David N. Klein, 25 Trinity St., Danvers, Mass. call 774-8434.

In-person opponents in Framingham area wanted. Can travel within reasonable limits. Like to play Waterloo, Stalingrad, Blitzkrieg, Confrontation. Anybody there? P.S. Ray Pickle you're a swine. James McCann, 11 Thomson St., Framingham, Mass.

"Sleep Well Tonight W.C.A. Protects

OPponents WANTED

Your Rights! WGA II Corps (Black Python Corps) is a proud unit. We are looking for Proud Men. Join now and find out. Paul Mitchell, 113 North Ave., Natick, Mass. 01760.

Opponents wanted in Worcester area. Will play face-to-face only. Will play Vietnam, Jutland, S'Grad, A.K., Bulge, Nuclear War, and Guadalcanal. Contact Ted Buynski, Jr., Butternut Drive, Sutton, Mass. 01527, 617-865-6262.

Wanted: AK, Diplomacy, Gettysburg, Civil War, and face-to-face opponents in Battle Creek. Lewis Pulsipher, Rt. 3, Box 189, Battle Creek, Michigan 962-1520.

Detroit player looking for opponent in D-Day in person or Pbm. I am Germans. Contact James Mawer, Jr., 20222 Beaverland, Detroit, Michigan 48219. Phone: KE 4-7121.

Damn the torpedoes! Full speed ahead! Admiral Von Staff will play face-to-face Jutland. Afrika Korps, D-Day, Gettysburg, etc. Almost anyone in the Detroit-Metropolitan area. Richard Staff, 10024 Seminole, Detroit, Mich. 48239.

AH wargamers wishing to start a new pbm game "Franco-Prussian War", contact me. Directions for the game \$1.00. Am also interested in organizing "Area-1" for western Michigan wargamers, mainly Chris Johnson, RD #1, Fremont, Mich. 49412.

Anyone in Midland area play AH games? Can play all AH games. Have Bulge, Stalingrad, AK, Tactics, Guadalcanal. Hex-Gettysburg. Jim Hahnenberg, 413 Adams Dr., Midland, Mich. 48640 or call TE 2-3963.

The new Aggressor Homeland is: delightfully different - dauntlessly daring - diligently dedicated - discreetly dignified - defensively dazzling and diplomatically diplomatic. Arrange your membership now! S.W. Daubenspeck, 1558 No. Milton, St. Paul, Minn. 55117. Anyone for the AK variant in February Stormtrooper? (I take Germans). Also, Blitz pbm. I'll be Blue; all options except weather and nuclear. John Casey, 1061 Anderson Pl., Owatonna, Minn. 55060.

Aspirants! Panzer Lehr Division needs recruits from California, Virginia, Colorado and of course, Missouri. Join a club on the move and be under local command. Generalessant Wilhelm Eck, 561 Beaucaire Drive, St. Louis, Missouri 63122.

Imperial Guards wants all teenage wargamers. Join now, low dues, fast advancement, all persons excepted, help make teenage wargamers be heard, join, send age, equipment, more information. Write Imperial Guards, 351A, Oak Ct., Glasgow AFB, Mont. 59231.

Europeans! PBM opponents wanted. Stalingrad, D-Day, Blitzkrieg. Will play face-to-face anywhere in Holland. Write Gerard Smeets, Brahmalaan 315, Leiden, Nederland.

Can anyone make S & T's, S'Grad II board, and/or Land or "Jutland" type Naval counters for Napoleonic or WWII Naval and Land Battles? If so, contact Lewis Ritter, 120 Berwick St., Elizabeth, N.J. 07202.

Wanted: Opponents for AK, D-Day, Stalingrad, I'll play either side. Join 12th SS Panzer Army. Be proud. Command of Pa., Conn., and rest of Northeast open. Tony Austria, 6 Citadel Dr., Jackson, N.J. 08527.

Wanted PBM opponents AK, Blitz, Bulge, S'grad. Your choice of sides. I take on a first come, first served basis. Write to: Larry Visconti, 16 Walker Court, West Orange, New Jersey 07052.

PBM opponents who think they can beat me at Bulge (prefer Germans), Stalingrad (either), Jutland (either). I'll let you try. (Don't be chicken). Write: Mark Peters, 109 Heather Lane, Carmilux, N.Y. 13031. (G'luck, you'll need it).

Boldland is for people who wish to experience the real treat of wargaming. Join now. Quick response to your letter. Richard Zaranko, 47-51 190 St., Flushing, New York 11358. The 101st Airborne will PBM Jutland.

OPponents WANTED

We are undefeated. We would also like new club membership. We also PBM D-Day, Blitz, S'grad, Bulge and more. Frank Marchese, 209 West End Ave., Massapequa, New York 11758.

VENI, VEDI, VICI wants opponents. All comers. PBM - any game. Face-to-face also. Also wanted - New members in Western New York. All replies answered. Contact: Mike Burdous, 212 Legion Circle, Rochester, N.Y. 14616, 716-663-0656.

College student seeks limited number of games, Stalingrad, Waterloo, Bulge. If your letter is not answered in a week, I will have gotten enough games. Richard Shalvey, Hall Hall, Rm. 224, RPI, Troy, New York 12181.

Wanted opponents pbm Bulge, Blitz, Stalin, Guadal, most rules 1) German, 2) either, 3) either, 4) Americans. Face-to-face in AK, Midway, D-Day, Jutland, Prefer 12 to 16. Contact Henry Zaid, 191 Brookside, W. Seneca, New York 14220.

Adult opponents wanted pbm, and all AH games. All letters answered. You name the rules and your choice of sides. I've been wargaming since 1960. Robert Lincoln, Box 422, New Bern, North Carolina 28561.

Anyone who lives within a four or five hour drive of Fort Bragg, N.C., please contact Sp/4 Richard E. Whitchurch, Hq Co USAG Trp Comd, Fort Bragg, N.C. for person-to-person play on weekends.

Need face-to-face competition. I have all AHland games. Contact Ken Tucker, 210 E. Washington St., Ashland, Ohio 44805.

Opponent wanted pbm D-Day. Contact Chuck Taylor, 7460 Pinecroft Lane, Centerville, Ohio 45459.

Adult novice prompt pbm Blitz with Mod. on agreement or S-Grad. Will answer club solic. R.E. Hayes, 1739 Freeman, Toledo, Ohio 43606.

Adult opponents sought. Stalingrad, AK, Waterloo. W. Woods, 228 Merkle, Norman, Okla. 73069.

AK opponents wanted, your choice of sides. David Lindsay, 2245 Fairmont Pkwy., Erie, Pa. 16510.

Anyone willing to sell Gettysburg Square in "Good" condition write Dave Kendra, 625 Gibson Ave., Kingston, Pa. 18704. Also face-to-face in AK, Bulge, Guadal, D-Day '61, Blitz, Jutland, or Nuclear War.

Opponent wanted for Battle of Britain PBM (either side). Contact: Jay Bennett, 8203 Southampton Ave., Wyndmoor, Pa. 19118.

Really 'round the Stars and Bars, Rebel! The X Corps Confederate Army congratulates brother Corps joining Confederate Army wargaming (fraternity). Send applications to: John Rckholza, Box U 3313, University of South Carolina, Columbia, South Carolina 29208.

Wanted PBM opponents for Guadalcanal and Blitzkrieg. Also information on forming a club: making a game. Contact Ronald Garland, 57 Cranberry St., Johnson City, Tennessee 37601.

Honest wargamers unite! Join the Spartan Neutral League. The ITF will, will you? Contact me for league information or for face-to-face games in Houston vicinity. John Bonin, 4608 Holt Bellaire, Texas 77401.

Live opponents wanted. I own most of the wargames. Also wanted: recruits for Gestapo. A wargaming club devoted to improving wargaming. Ask for Chuck when calling 755-6331 or write 8700 Magnetic, El Paso, Texas 79904.

All Texans, join the Texas Navy now! Don't let any foreign clubs tread on our beloved soil. We play land and naval games. Contact: John Phillips, 3318 Liveley Lane, Houston, Texas 77055.

WCA's I Corps wants YOU! No tests, no dues - open to anybody. New command positions opening soon. Why not on the winning side? Join the WCA. David Hainson, 713a Noland Rd., Falls Church, Virginia 22042.

Capable and experienced wargamer looking for PBM competition this summer in AK, S'grad, Wloot, and D-Day. Will start play after June 10. Write: Robert Beyma, 701 N. Hope St., Phoenix, Va. 23363.